

SEGA™

32X™

GENESIS

DOOM™

INSTRUCTION MANUAL



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- ❑ The Sega Genesis 32X cartridge is intended for use exclusively on the Sega Genesis 32X System.
- ❑ Do not bend it, crush it or submerge it in liquids.
- ❑ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❑ Be sure to take an occasional break during extended play, to rest yourself and the Sega 32X cartridge.

**For game play help, call:
1-415-591-PLAY**

**For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342**

Contents

Setting Up	2
Getting Started	3
<i>Quick Start</i>	3
<i>Selecting a Skill Level</i>	3
<i>Selecting a Starting Level</i>	3
<i>Setting the Game Options</i>	3
Play Controls	4
<i>Sega 6-Button Arcade Pad™</i>	4
<i>Sega 3-Button Control Pad</i>	5
Descending into the Depths	6
<i>The Story So Far</i>	6
<i>A Chilling S.O.S.</i>	6
<i>It's Up to You!</i>	7
DOOMed!	8
Stalking the Corridors of DOOM	9
<i>Picking Up Stuff</i>	9
<i>Using Doors, Switches and Elevators</i>	9
Firepower	10
<i>Weapons</i>	10
<i>Ammo</i>	11
Dangerous DOOM Environment	12
Using the Automap	13
<i>6-Button Automap Controls</i>	14
<i>3-Button Automap Controls</i>	14
Health and Armor	15
<i>Health</i>	15
<i>Armor</i>	15
Power-Ups	16
Artifacts	17
Clearing a Level	17
Eternal Life after Death	18
The Enemy	18
Credits	20

Setting Up



1. Set up the Genesis 32X as described in its instruction manual.
2. Plug a Sega controller into control port 1 on the Sega Genesis.

NOTE —

Use a Sega 6-Button Arcade Pad for best gameplay.

3. Make sure the power switch on the Sega Genesis is turned OFF.

IMPORTANT —

Always turn the power OFF before inserting or removing the cartridge.

4. Fit the Genesis 32X game cartridge into the cartridge slot and press it down **firmly**.
5. Turn the Sega Genesis power switch ON. In a moment, the Sega logo appears, followed by the copyright screen and the game's title screen.

IMPORTANT —

If you don't see the Sega screen, turn the power switch OFF. Check your system setup, make sure the cartridge is firmly positioned in the console, and then turn the power switch ON.



Getting Started



Quick Start

At the title screen, press **Start** to begin your first grisly, ugly, violent mission from the beginning of the game.

Selecting a Skill Level

After pressing **Start**, you'll see a list of skill levels. Press the **D-Pad** up/down to mark one with the skull cursor, and then press any button to select it and begin the game.

SKILL LEVELS

I'm Too Young to Die	-----	Easy
Hey, Not Too Rough	-----	Normal
Hurt Me Plenty	-----	Tough
Ultra Violence	-----	Very Tough
Nightmare	-----	Suicide

Selecting a Starting Level

Actually, you can start the game from any of the first 15 levels. At the title screen, press the **D-Pad** down to move the skull cursor to LEVEL. Then press the **D-Pad** left or right to change the level number. Find the number you want and press **Start** to begin the game.

No matter what level you start at, you have to clear levels 1 – 15 to gain entry to the highest levels. The game wraps so you can do this. For instance, if you start at level 8 and play through to level 15, you'll then play levels 1 – 7.

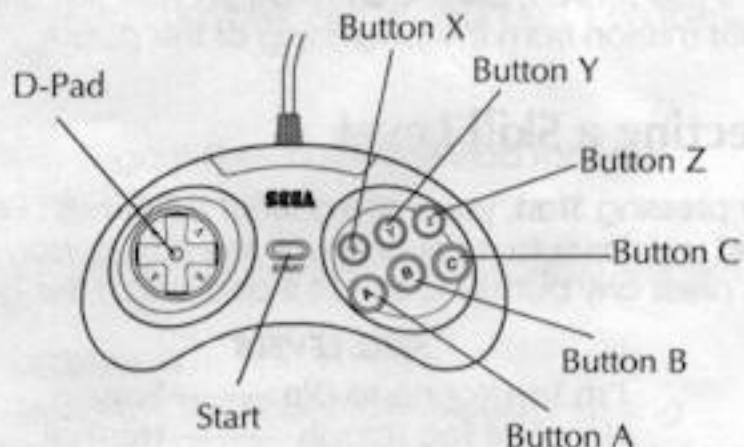
Setting the Game Options

At the title screen, press the **D-Pad** down to move the skull cursor to OPTIONS. Then press any button to see the menu. Press the **D-Pad** up/down to move the cursor to one of the three options: MUSIC, SFX (sound effects) or CONTROLS, and press any button to change the setting. Select EXIT to return to the Start menu.

Play Controls



Sega 6-Button Arcade Pad

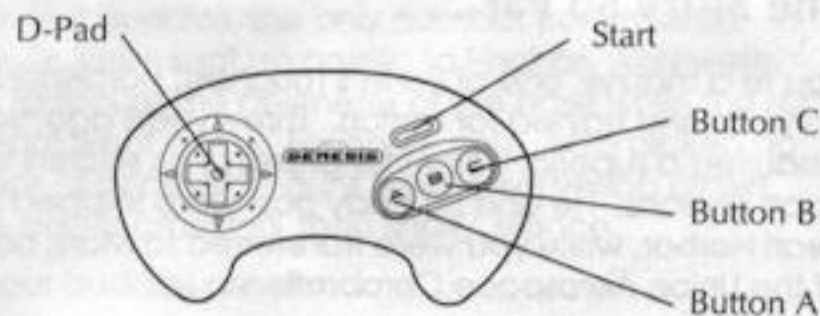


Walk	D-Pad in any direction
Run	D-Pad in any direction + Button A
Fire	Button B
Strafe	Press and hold Button C
Open doors, throw switches & use elevators	Button C
Pick up stuff	Walk or run over it
Scroll up through available weapons	Button X
Scroll down through available weapons	Button Y
View/hide Automap	Button Z
(See pages 13-14 for Automap button controls)	
Pause/resume	Start

NOTE —

You can adjust the play controls from the Options menu.

Sega 3-Button Control Pad



Walk	D-Pad in any direction
Run	D-Pad in any direction + Button A
Fire	Button B
Strafe	Press and hold Button C
Open doors, throw switches & use elevators	Button C
Pick up stuff	Walk or run over it
Scroll through available weapons	Press and hold Button A + press Start
View/hide Automap	Press and hold Button C + press Start
(See pages 13-14 for Automap button controls)	
Pause/resume	Start

NOTE —

You can adjust the play controls from the Options menu.

Descending into the Depths



The Story So Far . . .

You're a marine, one of Earth's toughest, hardened in combat and trained for action. Three years ago, you assaulted a superior officer for ordering his soldiers to fire upon civilians. He and his body cast were shipped to Pearl Harbor, while you were transferred to Mars, home of the Union Aerospace Corporation.

The UAC is a multi-planetary conglomerate with radioactive waste facilities on Mars and its two moons, Phobos and Deimos. With no action for 50 million miles, your day consisted of suckin' dust and watchin' restricted flicks in the rec room.

For the last four years, the military, UAC's biggest supplier, has used the remote facilities on Phobos and Deimos to conduct various secret projects, including research on inter-dimensional space travel. So far, they have been able to open Gateways between Phobos and Deimos, throwing a few gadgets into a Gateway on one moon and watching them come out of a Gateway on the other.

Recently, however, the Gateways have grown dangerously unstable. Military "volunteers" entering them have either disappeared or been stricken with a strange form of insanity — babbling vulgarities, bludgeoning anything that breathes, and finally suffering an untimely death of full-body explosion. Matching heads with torsos to send home to the folks became a full-time job. Latest military reports state that the research is suffering a "small setback," but everything is under control.

A Chilling S.O.S.

A few hours ago, Mars received a garbled message from Phobos: "We require immediate military support. Something friggin' evil is coming out of the Gateways! Computer systems have gone berserk!"

The rest was incoherent. Soon afterwards, Deimos simply vanished! Since then, attempts to establish contact with either moon have been unsuccessful.

You and your buddies, the only combat troops for 50 million miles, were sent up pronto to Phobos. You were ordered to secure the perimeter of the base while the rest of the team went inside. For hours, your radio picked up the sounds of combat — guns firing, men yelling orders, screams, bones cracking, then finally, silence.

Seems your buddies are dead.

It's Up to You!

Things aren't looking too good. You'll never be able to navigate off the asteroid on your own. Plus, all the heavy weapons were taken by the assault team, leaving you with only a pistol for protection.

If only you could get your hands around a plasma rifle or even a shotgun, you could take down a few enemies on your way out. Whatever killed your buddies deserves a couple of pellets in the forehead.



Securing your helmet, you exit the landing pod. Hopefully, you can find more substantial firepower somewhere within the station. As you walk through the main entrance of the base, you hear animal-like growls echoing throughout the distant corridors. They know you're here.

There's no turning back now!

DOOMed!



You're the toughest space trooper ever to suck vacuum. Your mission is to shoot your way through a monster-infested holocaust, living to tell the tale if possible.

DOOM is an action-oriented slugathon! But it's also important to USE YOUR WITS. To escape DOOM, you need both brains and the killer instinct.

The status bar at the bottom of the screen provides information that's vital to your survival.



- 1 **Ammo:** The number of shots left in the weapon you're currently using.
- 2 **Key Cards:** Check on the keys you possess. You can have three types of keys: yellow, red and blue.
- 3 **Health:** You start out at 100%, but you won't stay there long. At 0%, it's time to start over.
- 4 **Your Mug:** Not just a pretty picture. As you take damage, your face begins to look like raw hamburger!
- 5 **Armor:** Protects you as long as it lasts. Keep an eye on it, because when it goes, you might go, too.
- 6 **Arms:** Highlighted numbers show which weapons are available. Use your button controls to access available weapons. See page 10 for descriptions of all weapons and their corresponding numbers.

Stalking the Corridors of DOOM



Picking Up Stuff

To pick up an object, just walk over it. You're smart, so you'll know if you need to take something.

Using Doors, Switches and Elevators

To open most doors and operate switches, stand in front of them and press **Button C**. When you successfully operate a switch, it will change in some way, such as light up or flip a handle. If a switch does not change after a couple of tries, it probably has already been switched, or has a function that cannot yet be accomplished.

LOCKED DOORS

Some doors have security locks and require a color-coded security card or skull key to open. Other locked doors are operated by a switch on a nearby wall. Rather than walking up to those doors, you'll need to operate the switch to open them.

HIDDEN DOORS

Some doors are hidden. Many of these can be opened by finding the switch. In some cases, you just need to walk up to the wall and press **Button C**. If you've found a secret door, it will open for you. Clues, such as a wall that's shifted, a different color or a flashing light, reveal the whereabouts of secret doors.

ELEVATORS

Elevators are platforms that raise and lower. Some of them sense your nearness and lower automatically. Others have a nearby switch. Those without a switch can usually be operated by walking up to the platform and pressing **Button C**.

TELEPORTERS

Teleporters can be identified by an evil-looking symbol on the floor beneath them. Sometimes the symbol is a pentagram; sometimes a sinister, satanic face. To use a teleporter, walk over its symbol.

Firepower



Weapons

At first, you have only your pistol and fists for protection. When you run over a new weapon, you'll automatically equip yourself with it, and its corresponding number will be highlighted in the status bar.

Your weapons and their corresponding numbers are:

- 1 **Fists** are a face-busting defense in hand-to-hand combat.
- 2 Your **Pistol** is always at your side, ready to deliver protection with a spray of pellets. But it's no good if you run out of ammo.
- 3 **Shotguns** deliver a heavy punch at close range and a generous pelting from a distance.
- 4 **Chainguns** direct heavy firepower into your opponent, making him do the chaingun cha-cha.
- 5 **Rocket launchers** deliver an explosive rocket that can turn several baddies inside out.
- 6 **Plasma rifles** shoot multiple rounds of plasma energy. Fry some demon butt!
- 7 **BFG 9000s** are the prize of the military's arsenal, great for clearing the room of those unwelcome guests.

To use a weapon, point it toward the enemy, pressing the **D-Pad** right/left to aim. Press **Button B** to fire. Hold down **Button C** to strafe. To switch weapons, use your button controls to scroll through the numbers in the status bar.

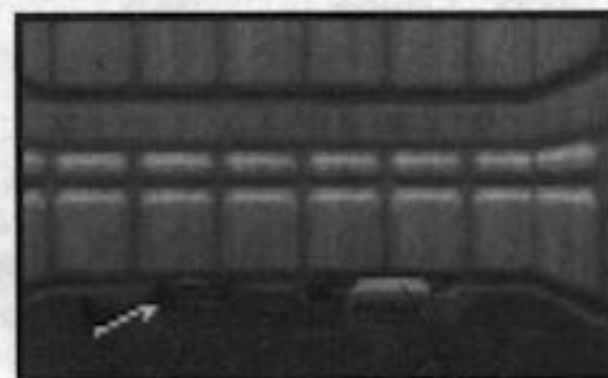
When your shots hit a bad guy, you'll see splattering blood. Don't worry if a monster is higher or lower than you. If you can see it, you can shoot it.

Ammo

Different weapons use different types of ammo. When you run over ammo, DOOM automatically loads the correct weapon for it.

Small Ammo	Large Ammo	Weapon
Clip Shells Rocket Cell	Ammo Box Box of Shells Rocket Case Bulk Cell	Pistol, Chaingun Shotgun Rocket Launcher Plasma Rifle, BFG 9000

You have a maximum limit on the amount of ammo you can carry. When you find a weapon that you already possess, don't scorn it. Picking it up increases your ammo supply (unless you're already at the limit).



Weapon

Ammo

Dangerous DOOM Environment



Some parts of the DOOM environment can be more dangerous than the monsters you'll face. Areas containing exploding barrels, radioactive waste or other hazards should be approached with caution.

EXPLODING BARRELS

Scattered around the base are drums containing fuel, toxic waste or some other volatile substance. If your shots hit one of these barrels, it's KABLOOEY! It might take several bullets to set off a barrel, but a single blast of any of the other weapons usually does the trick.



TIP —

Barrels can be the most devastating weapon in your arsenal, delivering a body-blasting explosion to all nearby purgatory pedestrians. Wait until several evil guys get next to a barrel and then blast away at the can. Watch 'em all go boom!

SLIME AND OTHER RADIOACTIVE WASTE

Many of the areas in DOOM contain pools of dangerous liquids that will damage you if you walk through them. There are several varieties of waste, each doing an increasing amount of damage. If it looks fluid, beware!

Using the Automap



The Automap helps you find your way around. When activated, it replaces your normal view with a top-down map of everything you've discovered so far. The white arrow is you, and points in the direction you're looking.

While viewing the Automap, you can:

- Scroll the map left or right.
- Zoom in or out for a close-up look or a bird's-eye view of your present position.
- Scale up or down instantly to the highest or lowest zoom views.
- Activate Follow mode to move your character quickly to another part of the map.
- Display a Grid that gives you an idea of the distance between various positions on the map.
- Move around the corridors while viewing the Automap. Be warned! Doing so is deadly dangerous, since you can't see the enemy.

See the next page for Automap button controls.

6-Button Automap Controls

View/hide Automap	-----	Button Z
Walk	-----	D-Pad in any direction
Run	-----	D-Pad in any direction + Button A
Zoom in	-----	Button A
Zoom out	-----	Button B
Toggle Follow mode on/off	-----	Button X
Scale up or down instantly	-----	Button Y
Toggle Grid on/off	-----	Button C
Pause/resume	-----	Start

3-Button Automap Controls

View/hide Automap	-----	Press and hold Button C + press Start
Walk	-----	D-Pad in any direction
Zoom in or out	-----	Button A
Toggle Follow mode on/off	-----	Button B
Toggle Grid on/off	-----	Button C
Scale up or down instantly	-----	Press and hold Button A + press Start

Health and Armor



Health

Even for a tough hombre like you, DOOM can be a deadly place. Whenever you are injured, the screen will flash red and your health will decrease. Fortunately, Stimpaks and Medikits are frequently scattered around the base. Grab them whenever possible to heal yourself. Keep an eye on your health or you'll end up face down!



Stimpaks give you a quick injection of booster enzymes that make you feel like a new man.



Medikits are even better, and include bandages, antitoxins, and other medical supplies to make you feel a lot healthier.

Armor

You can find two types of body armor laying around. Both of them reduce damage done to you when you're wearing them. Unfortunately, both deteriorate with use, and eventually are destroyed by enemy attacks.

If you're wearing armor, you only pick up another suit if it provides more protection than what you're wearing.



Security armor is a lightweight green kevlar vest that's perfect for riot control.



Combat armor is a heavy-duty blue jacket made of a titanium derivative. It's useful for protection against real firepower — the kind you're gonna face!

Power-Ups



Other bits of "challenging electronics" can be found throughout DOOM. Grab them when you can! These special items provide an instant benefit, or last for either a specific amount of time or the entire level. Some of them affect the screen so you can tell when they are active. For example, when you pick up a radiation suit, the screen turns green. As the suit deteriorates, the screen starts to flash. This is a hint to get out of the radioactive ooze now!



Radiation suits protect you from radioactivity, heat and other low-intensity forms of energy. Basically, they enable you to wade through radioactive ooze without damage. While a suit holds out, your screen will have a greenish tint. Duration: Time based.



Berserk Paks heal you and act as a super-adrenaline rush, enormously boosting your muscle power. Since you're already a pretty meaty guy, this enhanced strength lets you tear ordinary dolts limb from limb. You can even splatter demons without too much trouble. However, you've got to use your Fist attack to get the benefit of the Berserk attack. When you are berserk, your screen briefly turns red. Duration: One level.



Backpacks increase the amount of ammo you can carry. When you find a backpack, you also receive extra ammo. Duration: Instant.



Computer maps update your Automap with a layout of the entire area, including all secret and hidden areas. Areas you haven't been to are mapped in gray. Duration: One level.

Artifacts



A few artifacts from the other dimension are laying around. You may want to pick them up, too.

Health potions provide a small boost to your health — even past your normal 100%! Duration: Instant.



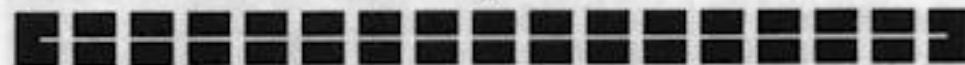
Spiritual armor provides extra protection above and beyond your normal armor. Duration: Time based.

Soul spheres are rarely encountered objects that provide a large boost to your health. A close encounter with one of these and you'll feel healthier than ever! Duration: Instant.



Invulnerability Artifacts render you immune to all damage. Pretty cool, until the effect wears off. When you're invulnerable, your screen will be white — your punishment for being tough. Duration: Time based.

Clearing a Level



At the end of each area, you'll reach an exit chamber, generally marked by a special door or an EXIT sign. Enter this chamber and activate the switch to leave the area and head onward.

When you clear an area, an Achievement screen tallies your performance. You'll see your ratio of kills, the percentage of items you've found, and your completion time compared to the par completion time.

Eternal Life after Death



If you die, you restart the level at the beginning with a pistol and some bullets. You have no "lives" limit; you can restart the level as often as you're killed.

The entire scene is restarted from scratch, too. Monsters you killed before are back again, just like you.

The Enemy



From the first moment you enter the door 'til the last gunshot of the game, you'll be fighting a host of horrors. Some are just regular bruisers with bad attitudes. Others are straight from the Styx.

Some of the monsters you'll face aren't shown here. Don't say we didn't warn you.

FORMER HUMANS

Just a few days ago, you were probably swapping war stories with one of these guys. Now it's time to swap some lead upside their heads.

FORMER HUMAN SERGEANTS

Same as Former Humans, but much meaner and tougher. These walking shotguns will provide you with a few extra holes if you're not carefull



IMPS

You thought an imp was a cute little dude in a red suit with a pitchfork. Where did these brown bombers come from. They heave balls o' fire down your throat and take several bullets before they die. It's time to find a weapon better than that pistol if you're going to face more than one of these fiends!

DEMONS

These are sorta like shaved gorillas, except with horns, a big head, lots of teeth and harder to kill. Don't get too close or they'll rip your head off!



LOST SOULS

Dumb. Tough. Flies. On fire. 'Nuff said.



CACODEMONS

They float in the air, belch lightning balls, and boast one heck of a big mouth. You're toast if you get too close to these monstrosities.



BARONS OF HELL

Tough as a dump truck and nearly as big, these goliaths are the worst thing on two legs since Tyrannosaurus rex!

TIP —

Create dissension among demons by maneuvering them into a crossfire. If a bad guy is hit by another demon, he'll turn his rage toward the poor jerk with the pitiful aim. If this

happens, let 'em at each other. (It's always best to let the bad guys do the work for you.) This gambit isn't effective with projectiles fired between demons of the same form.

Credits



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Dave Taylor, Shawn Green
Artists: Adrian Carmack, Kevin Cloud
Designers: Sandy Petersen, American McGee
Composer: Robert Prince
Doom Logo: Don Punchatz

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Game Lead: Michael Baldwin
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Ben Cureton, Lloyd Kinoshita,
Aaron Hommes
Manual: Carol Ann Hanshaw, Jay Wilbur
Special Thanks: Haven Dubrul, Dave Albert,
Bob Lindsey, Doria Sanchez

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 32X Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: **1-800-USA-SEGA.**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342.**

DO NOT RETURN YOUR SEGA GENESIS 32X CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis 32X Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.